



NAZTHARUNE

Standing before you is a sleek and slender humanoid shaped individual with features that bear a striking resemblance to that of a panther. The creature is dressed in fine clothes that, while clearly expensive, are also highly functional with plenty of protection to boot. Their jet-black fur only serves to make their piercing yellow eyes stand out in the night, and in each of their backwards hands they wield a sharpened fine dagger.

Fiendish Cousins. Naztharune are the deadly cousins of the more well known rakshasa. Where rakshasa resemble mighty and powerful tigers, though, the naztharune bear a resemblance to the more stealthy and subtle panther. Though the one tell-tale sign that links their lineage together is still present, their backwards hands. Every naztharune has hands with the palm where the back of the hand would normally be on most humanoid creatures. While it is a subtle difference at a glance, it

can be disturbing to those who are not familiar with such creatures when first encountered.

Mercenary Mindset. The naztharune are much less haughty than their rakshasa brethren. While they do prefer to work with others of their kind, they will often willingly work with others if they believe there is an opportunity to earn some gold. Where many rakshasa will not work in service to mortals merely on principle, the naztharune can often be found in the employ of mortal beings who are wealthy enough to afford their expert-level services. Working as assassins for hire has earned many naztharune a king's ransom. Given the nature of their work, very few ever hear about their exploits, which is exactly how the Naztharune like it.

Naztharune

Medium Fiend, Typically Lawful Evil

Armour Class - 17 (studded leather)

Hit Points - 110 (13d8 + 52)

Speed - 45 ft.

STR 14 (+2)

DEX 20 (+5)

CON 18 (+4)

INT 15 (+2)

WIS 12 (+1)

CHA 15 (+2)

Skills Deception +6, Perception +5, Stealth +9

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal, Thieves' Cant, Undercommon

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Traits

Detect Thoughts.

The naztharune has a limited ability to psychically read the thoughts of other creatures within 30 feet around it. By using a bonus action, it can read the surface-level thoughts (what the creature is currently thinking about) of any creature as long as the target has an Intelligence score of at least three and knows how to speak any language. Using an action the naztharune can attempt to probe deeper into the target's mind by forcing them to make a DC 15 Wisdom Saving Throw. On a failed save the naztharune gains insight into the target's reasoning (if any), its emotional state, and something that looms large in its mind (such as something it worries over, loves, or hates). Either way the target is aware that someone is

attempting to probe deeper into their mind and can attempt a DC 15 Intelligence Saving Throw at the end of each of their turns to close off their mind. On any successful saving throw the target is immune to the naztharune's ability to detect thoughts for one hour.

Evasion.

When the naztharune is subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

One with The Dark.

The naztharune can hide as a bonus action. It can also hide even if it isn't behind cover or otherwise obscured so long as it's in dim light or darkness.

Psychic Scanning.

The naztharune's mind can detect other thinking creatures within 30 feet of it, revealing their size and exact location to the naztharune. This trait can penetrate barriers, but 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead blocks the naztharune from detecting anything. It does not detect creatures with an Intelligence score of 3 or lower.

Shadow Jump.

The naztharune can magically teleport up to 20 feet from its location to another unoccupied location as a bonus action as long as both its current location and the place it's teleporting to are in dim light or darkness.

Sneak Attack.

Once per turn, the naztharune deals an extra 21 (6d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the naztharune that isn't incapacitated and the naztharune doesn't have disadvantage on the attack roll.

Actions

Multiattack.

The naztharune makes three melee weapon attacks or two attacks with its shortbow.

Shortsword.

Melee Weapon Attack: +9 to hit, reach 5 ft., one creature.

Hit: 8 (1d6 + 5) piercing damage.

Claw (Naztharune Form Only).

Melee Weapon Attack: +9 to hit, reach 5 ft., one creature.

Hit: 8 (1d6 + 5) slashing damage.

Shortbow.

Ranged Weapon Attack: +9 to hit, reach 80/320 ft., one creature.

Hit: 8 (1d6 + 5) piercing damage plus 9 (2d8) poison damage and the target must succeed on a DC 15 Constitution Saving Throw or become poisoned for 10 minutes.

Change Shape.

The naztharune assumes any humanoid form of its choosing, or reverts to its own form. When changing into a humanoid form it can choose its new height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any, with the only limitation being that the new form must be a medium humanoid creature. In humanoid form, a naztharune loses its claw attacks. A change in form cannot be dispelled, but a naztharune reverts to its natural form when killed.